

free_bookz_player (v1)



Overview

The `free_bookz_player` module contains the entry point for a program that displays `bookz` interspersed with `adz` on the user device.

Use Case Descriptions

The requirements for version 1 of the `free_bookz_player` module can be summarized in the following use case descriptions.

<i>Use Case:</i>	Read a bookz
<i>Preconditions:</i>	The <code>bookz</code> file with the appropriate ID is in the directory containing the executable
<i>Basic Flow:</i>	<ol style="list-style-type: none">1. The user opens a command shell2. The user changes the directory appropriately3. The user types <code>./free_bookz_player ID</code>4. The system displays all of the “lines” of the book (one per second)5. If there is an associated <code>adz</code> file, the system periodically displays an advertisement (waiting the given amount of time before doing so)6. The system displays the message <code>Lines: L, Ads: A</code> where <code>L</code> denotes the number of lines read and <code>A</code> denotes the number of advertisements displayed
<i>Postconditions:</i>	The system exits
<i>Notes:</i>	<ol style="list-style-type: none">1. If the preconditions are not satisfied the system silently exits2. All of the lines in the <code>adz</code> file are always displayed (even if the lines in the <code>bookz</code> file have all been displayed) and <i>vice versa</i>
